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[illegible]







```

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
    0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
    sdo 0 0 0 0 0 0 0
    0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
    0 0 0 0 0 0 0 0 sdo 0 0 0 0 0 0 0
        0 0 0 0 0 0 sdo 0 0 0 0 0 0
    0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

```



```

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
    0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
    0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

```



3WIRE Serial Data Generator

3WIRE Serial Data Generator

CH1 CH2 CH3 CH4 CH5

START

Device handle name

FBIDIO1

SAVE LOAD

EXIT

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[illegible]

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0 0 0 0 0 0 0 0 0 0  
 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0  
 0 0 0 0 0 CH1-CH5 0  
 0 0 0 0 0 0



■ cl ock      0  
                  0 0  
 ■ LE l en      0  
                  0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0  
 ■ grp1- 7      0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0  
 ■ 31- 0      0 - 0 0 0  
                  0  
  
 ◆ DI P 0 0 0 0      0  
                  0  
  
 ● START 0 0 0      0  
 ● RETURN 0 0 0      0



The screenshot shows the CH5 game interface. The title bar indicates the game is 'new edo ch5'. The main display area has a dark blue background with yellow text. At the top left, the text 'CH5' is displayed. At the top right, there are controls for 'clock' and 'LE len.'. Below these controls is a grid of 32 columns, numbered 31 down to 0. The columns are grouped into four sets of eight. The rows are labeled 'erp1' through 'erp7' on the left. Each cell in the grid contains a small blue or white square, representing the game state. The bottom of the screen features two buttons: 'START' and 'RETURN'.

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